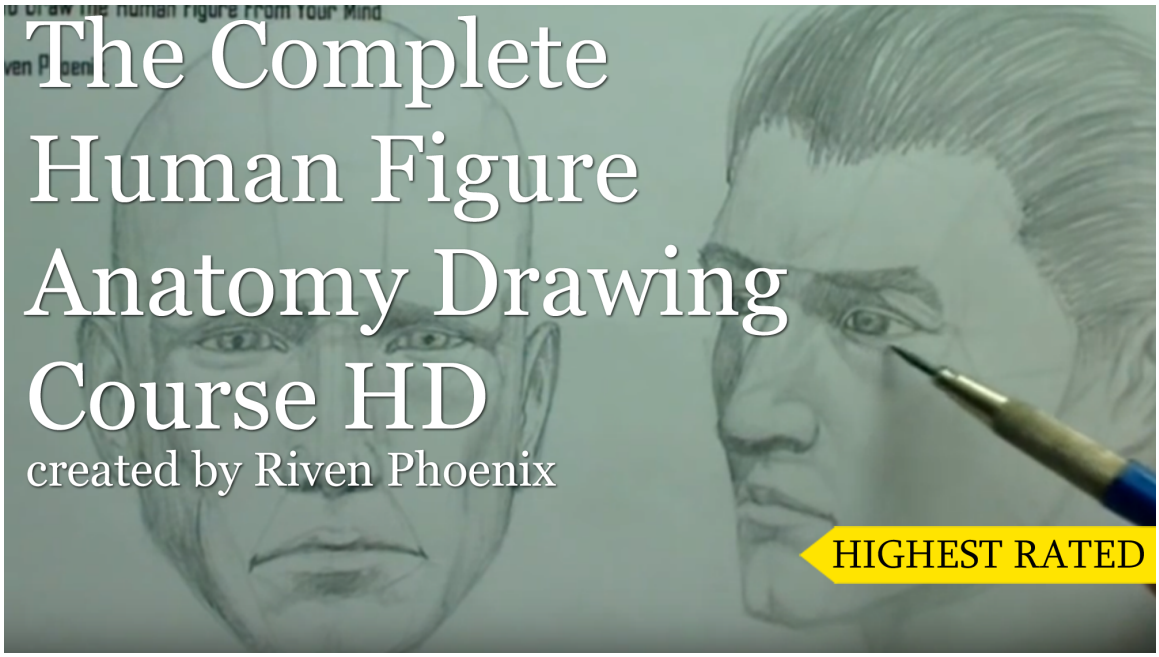


# The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

www.alienthink.com

Figure Drawing Lesson 046 - Back Formulas of the invention of Femur

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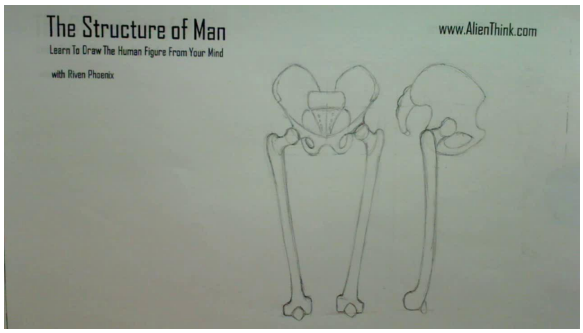
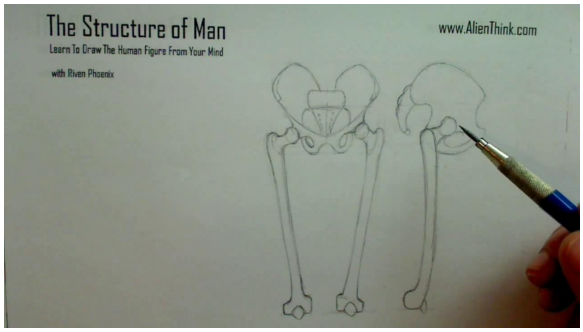
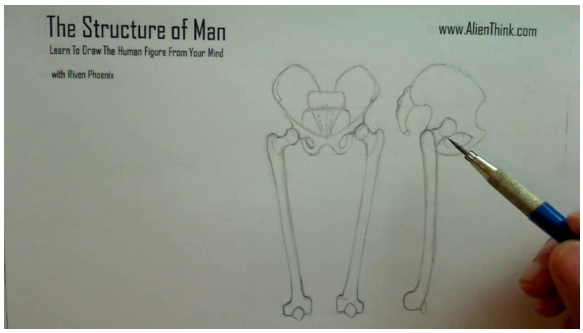
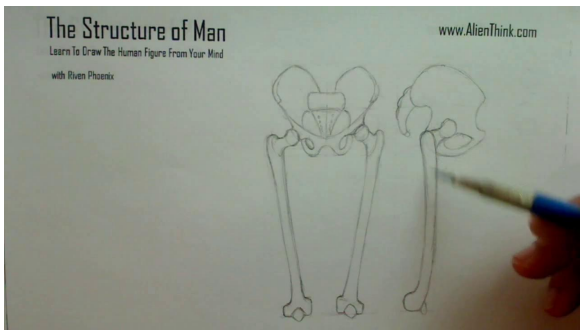
| | | |
|---|---|---|
| 1 |  | Hey guys, my name is Riven Phoenix and welcome to the structure of a man learned to draw |
| 2 |  | the human figure from your mind training course. |
| 3 |  | Okay, so now in the previous lesson we had looked at the side view of the femur as to what's |
| 4 |  | really going on with this guy here and we also had looked at the front view in the more |

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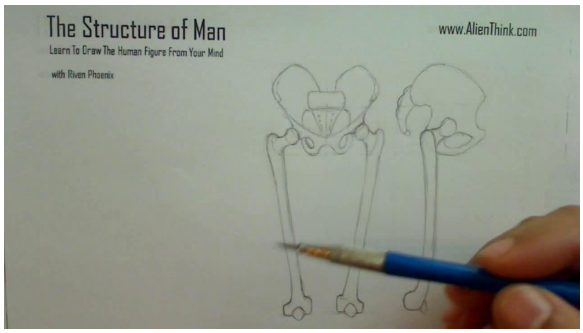
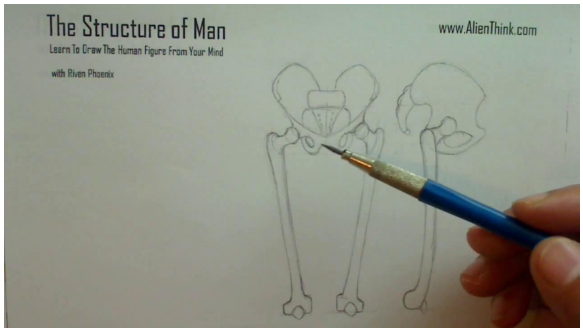
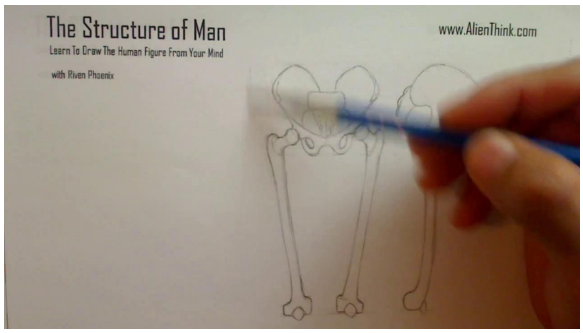
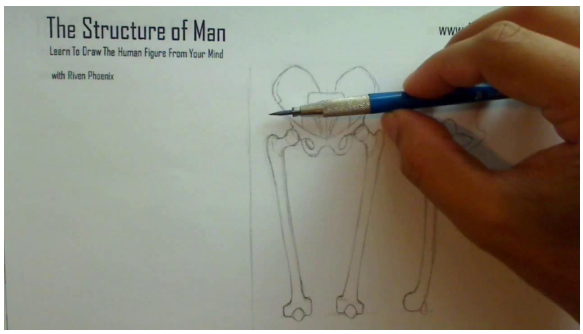
| | | |
|---|---|---|
| 5 |  | previous lesson. So now we just need to wrap this up and really just look at the back view |
| 6 |  | of this. So for the back view here I'm just going to do it on this side over here. So here |
| 7 |  | we're just going to draw out this line again. Okay, and here I'm just going to measure |
| 8 |  | out from here. So we get very accurate representation of this idea over here. Okay, so once we've |

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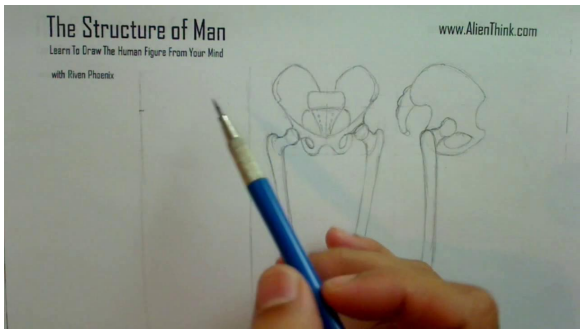
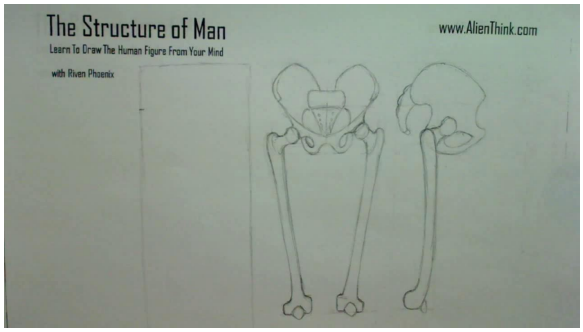
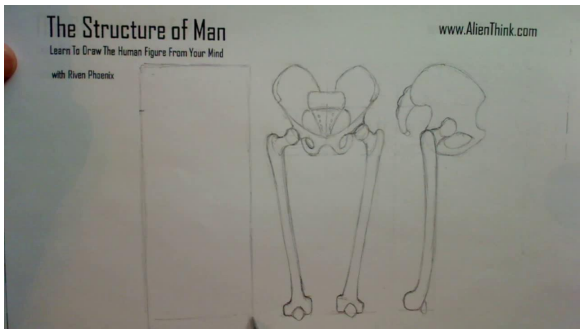
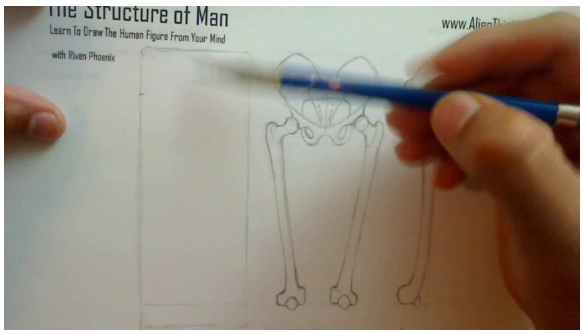
| | | |
|---|---|---|
| 9 |  | gotten this here we know that well the top line is really just going to be here. Right, |
| 10 |  | and then that bottom line is really just going to be here. Okay, and then here is going |
| 11 |  | to be that other line. Right, so I'm just matching what was left from the previous drawings. |
| 12 |  | Right, so here we can just divide this in half just like this. Right, and then over here |

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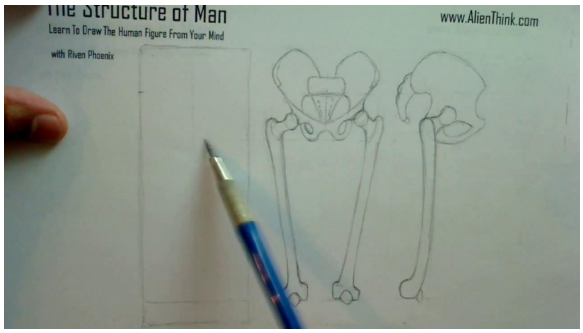
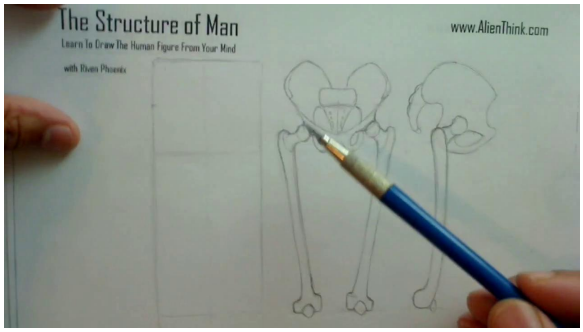
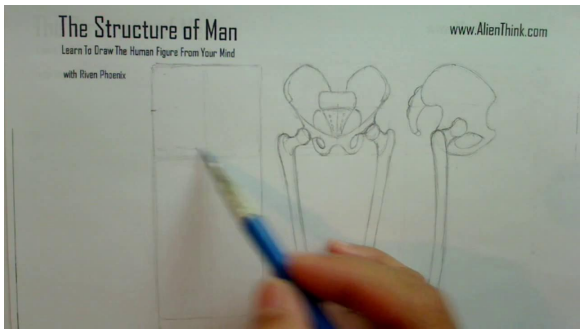
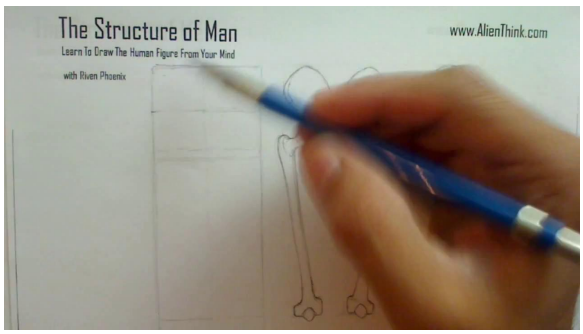
| | | |
|---|---|---|
| 13 |  | we know that the pelvis is just going to be here. Right, so now notice that the drawing |
| 14 |  | style is just being much more freer in its thinking process. Right, so here we know that |
| 15 |  | right, I'm just going to do this here and really just divide this in half like this. Okay, |
| 16 |  | so now for the back view it's going to be very simple. It's the same concept. So here I'm |

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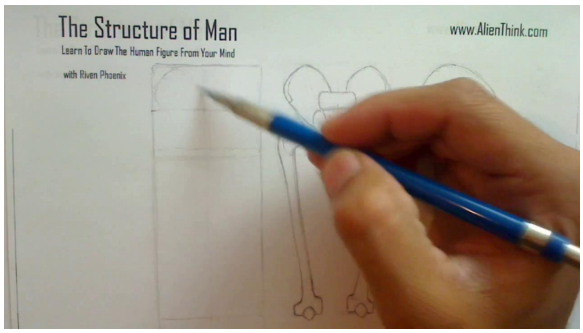
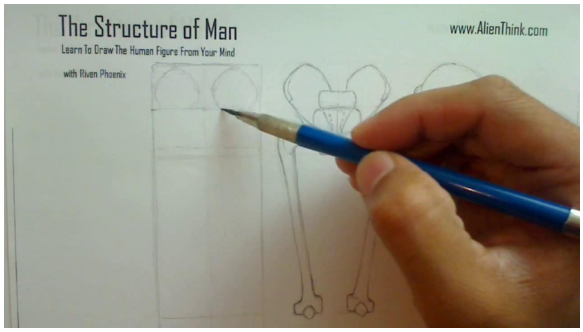
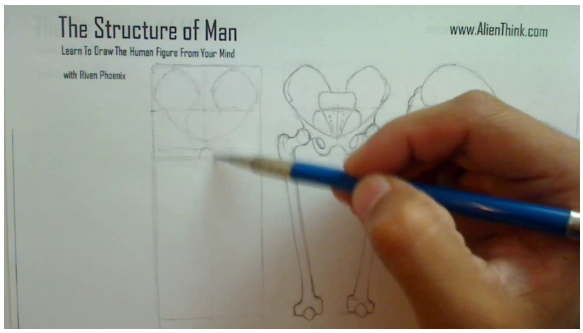
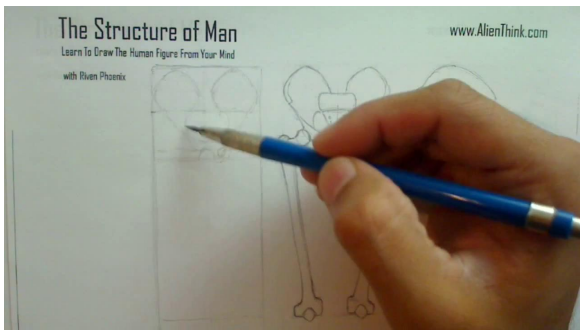
| | | |
|---|---|---|
| 17 |  | just going to be sketchy about this. Again, right, just get the ideas down pretty quickly. |
| 18 |  | You can see how easy it is to draw out all these concepts really fast. Right, you know that |
| 19 |  | this is obviously going to go like this over here. Right, you're going to get that idea |
| 20 |  | here and this idea is just going to be like this. Right, just really nothing more to this. |

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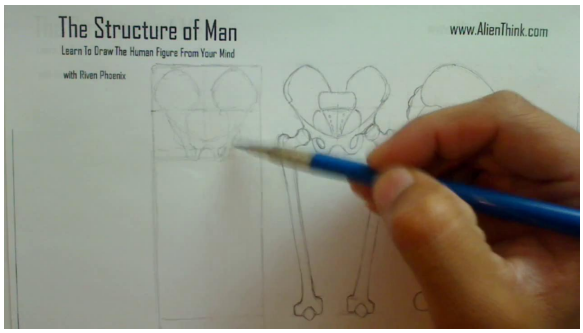
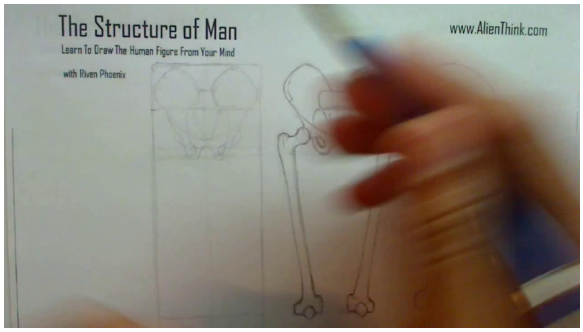
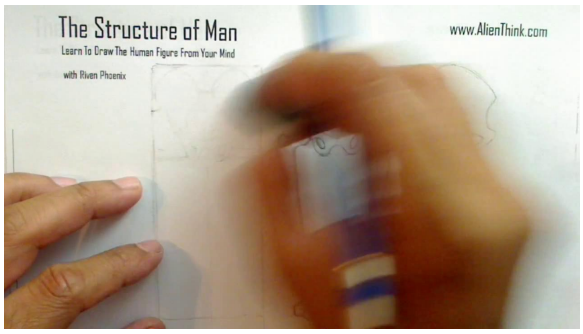
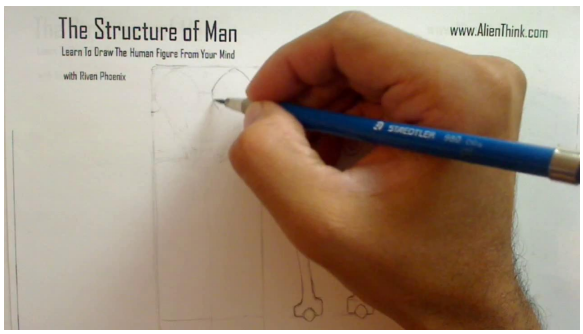
| | | |
|---|---|---|
| 21 |  | Then this and then you're going to get your sacrum over here. Right, so once we sketch |
| 22 |  | this out just like this. Right, so this is a really good sketching style even in drawing |
| 23 |  | out figures. Right, it's just a record concept of drawing. Right, so here again we're just |
| 24 |  | going to, we know that it's just obvious that we're going to have a successful drawing. Right, |

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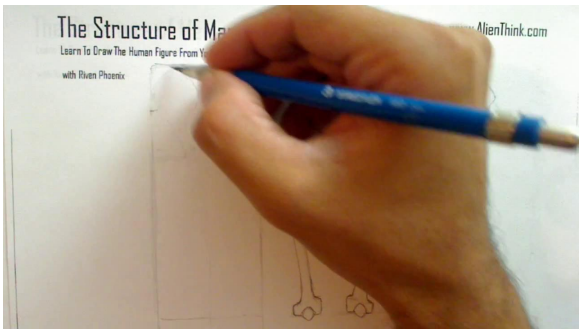
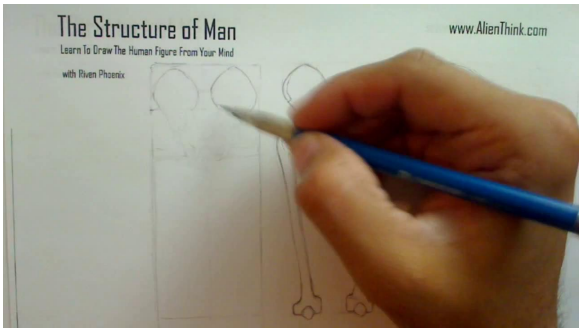
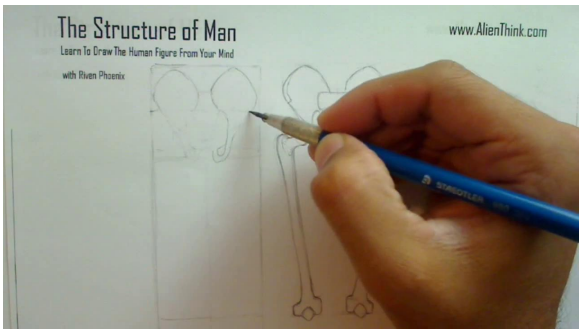
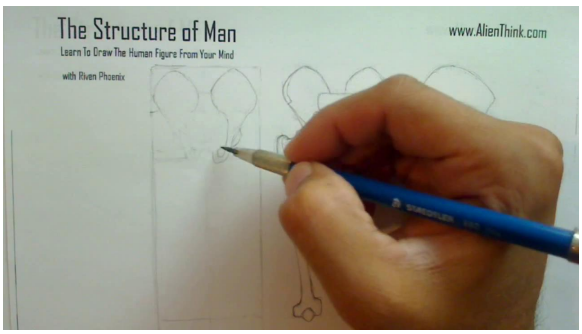
| | | |
|---|---|---|
| 25 |  | because we're just going to use that anomalies left behind and just do what we've been |
| 26 |  | doing. Okay, so here this is going to go like this over here. It's going to curve up, |
| 27 |  | just going in this direction and here I'm just going to say that this is where that |
| 28 |  | is going to be. And here do do the same thing over like this. And this is basically where |

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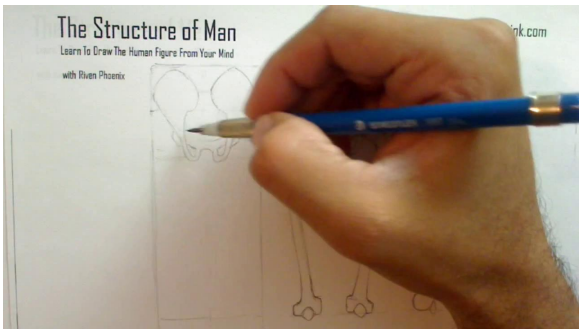
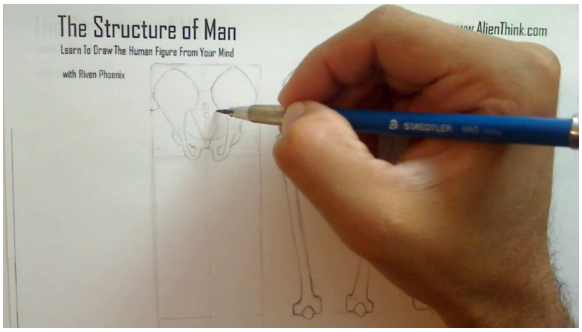
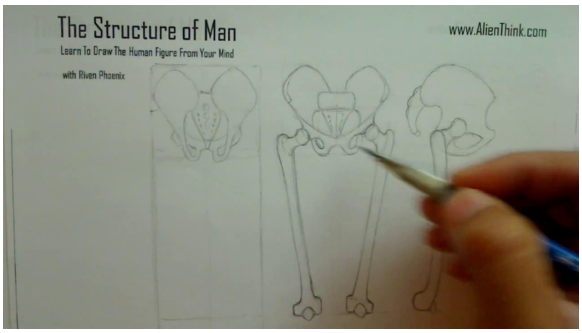
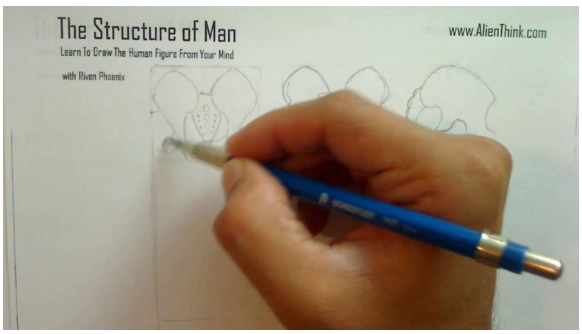
| | | |
|---|---|---|
| 29 |  | the socket is going to be. Okay, and then this year it's going to be one, two, three, |
| 30 |  | one, two, three, four, one, two, three, four. Okay, so now it's going to be the same exact |
| 31 |  | concept. Right, you're going to get the ball joint over here. Just be rough about this first. |
| 32 |  | Right, and then you're going to get the bone. So obviously you can see that it's coming |

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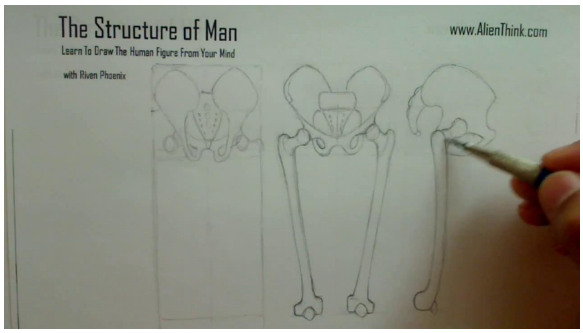
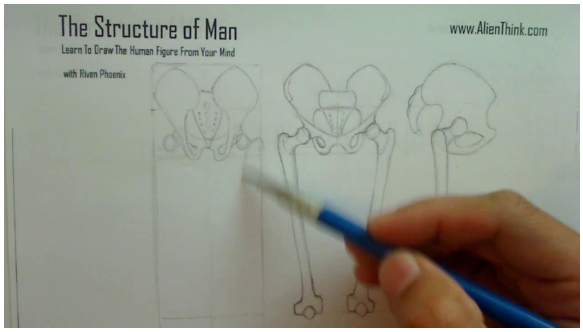
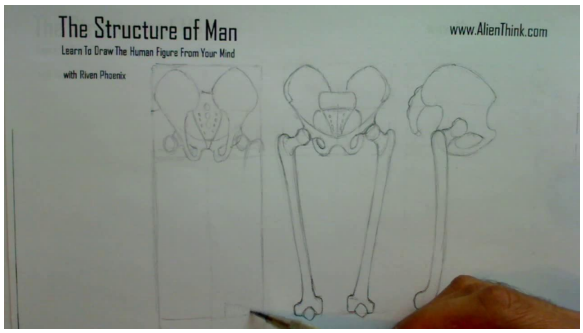
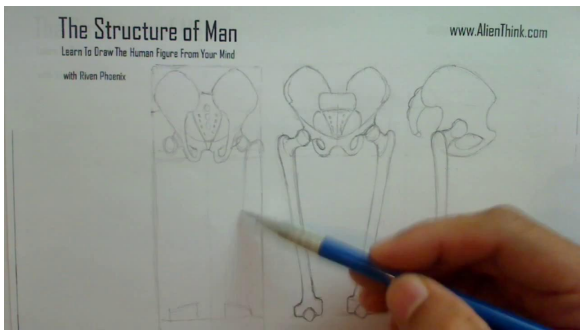
| | | |
|---|---|---|
| 33 |  | towards us. Right, so this bone, the only way that this thing really is going to be different |
| 34 |  | is that it's just coming towards us. That's it. But it's the same concept. Right, |
| 35 |  | we're just going to rough it in like we did before. Just really nothing to this. And then |
| 36 |  | over here. Right, so again, this bone structure is probably the most simplest one that we've created. |

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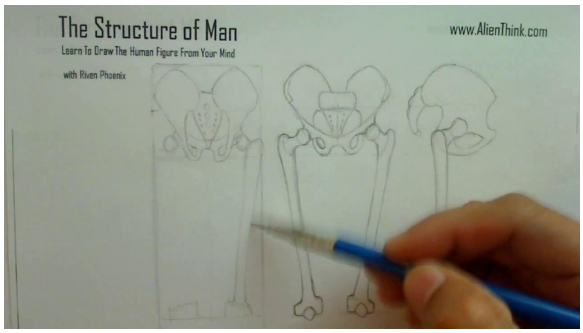
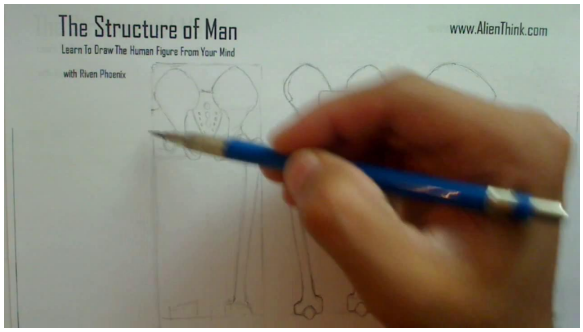
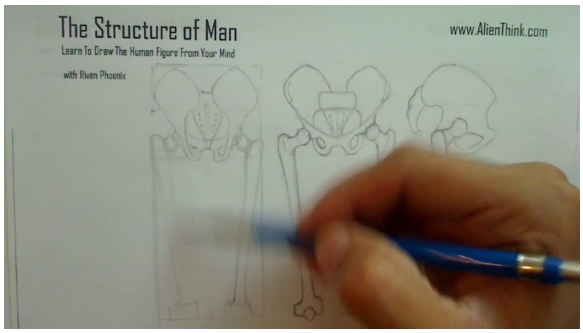
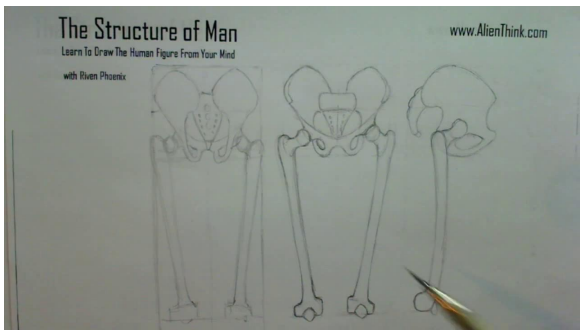
| | | |
|---|---|---|
| 37 |  | Right, so here I'm just going to do the same thing. I know that this is coming towards me now. |
| 38 |  | Right, so I'm going to be drawing it in this way. Just rough in the basic conceptual idea of it. |
| 39 |  | And just, and obviously the knee is on the other side here. Right, so once we get that, |
| 40 |  | we can now basically just erase all these lines. Right, just leave a little bit of the femur |

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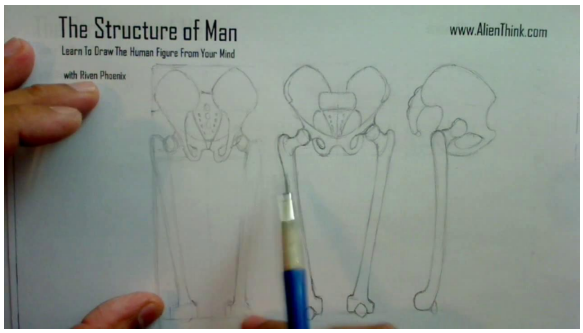
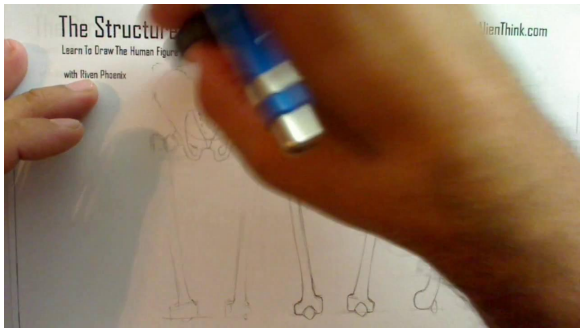
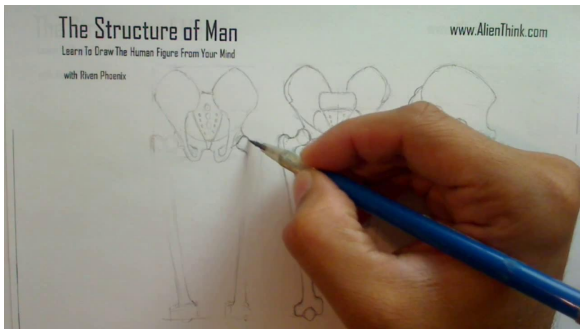
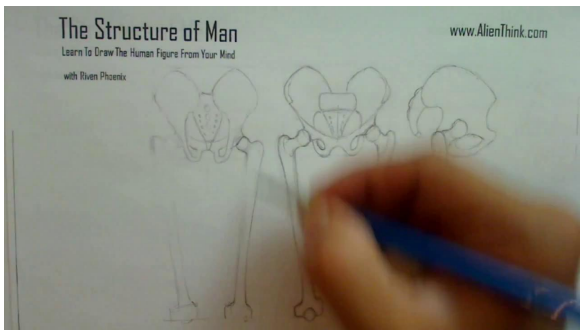
| | | |
|---|---|---|
| 41 |  | there and just wrap this up. |
| 42 |  | Okay, so now when I draw this out, basically this guy is going to be like this over here. |
| 43 |  | Right, so I'm going to draw basically my own version here with the femur. |
| 44 |  | I'm going in this direction over here. Right, so this part here, |

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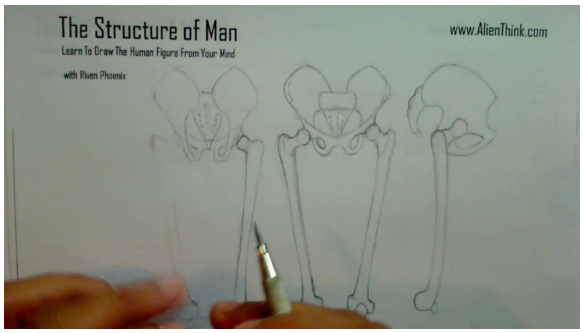
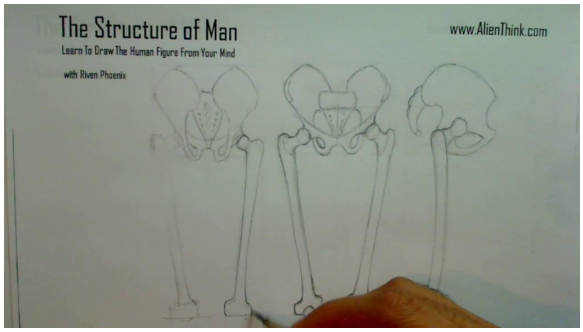
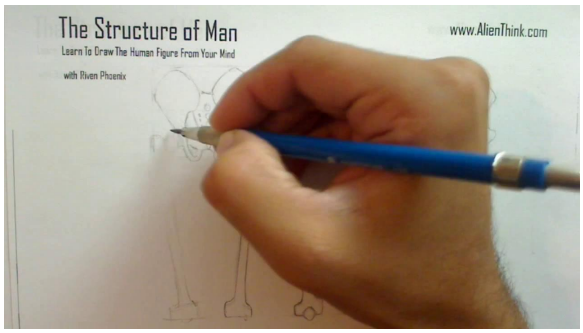
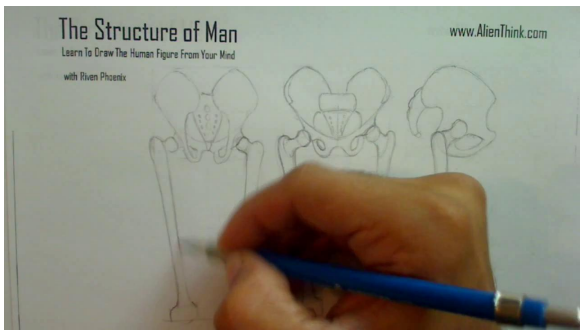
| | | |
|---|---|---|
| 45 |  | we can make this a little more higher. Right, so notice that over here, |
| 46 |  | this is smaller, this is more higher. Right. |
| 47 |  | Okay, and then over here it's going to be the same thing. I'm going to draw this out over here like so. |
| 48 |  | And just finish this off going in this direction over here. |

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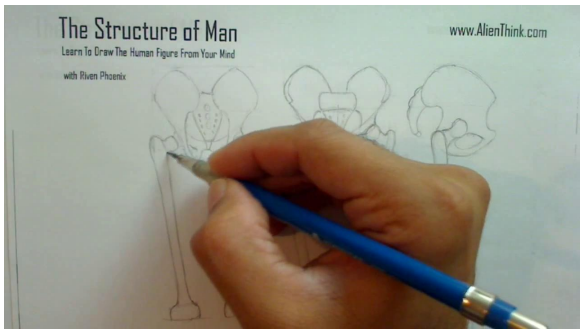
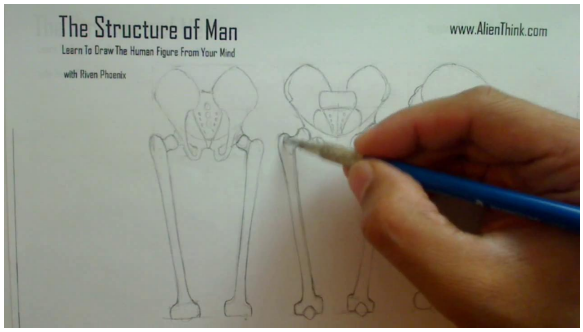
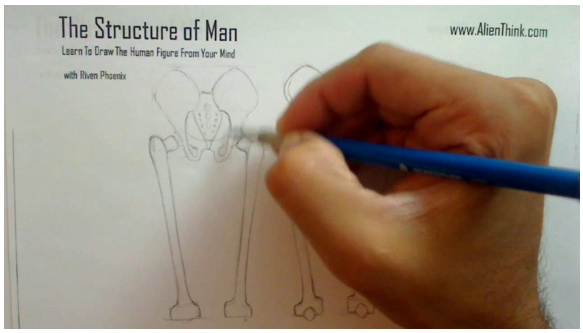
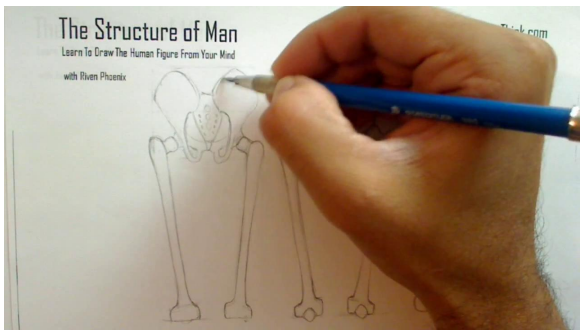
| 49 |  | Okay, so remember this one is coming towards us. Right, so we'll do the line here. |
| 50 |  | But this one was open like this. Right, so here we can now just fix this up, |
| 51 |  | give it like a more curve here if we wanted to. Right, and this is coming towards us here. |
| 52 |  | This is coming towards us here. |

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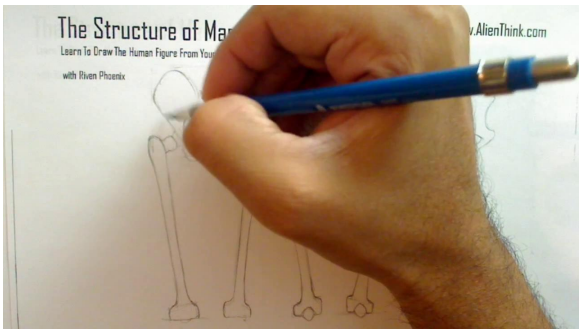
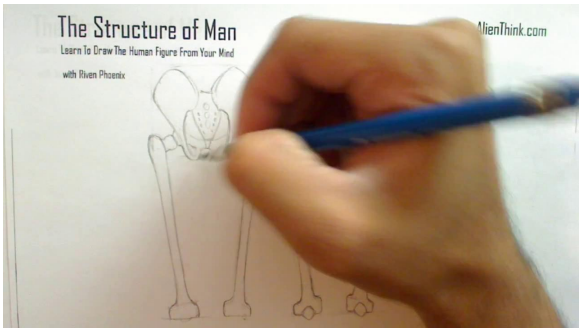
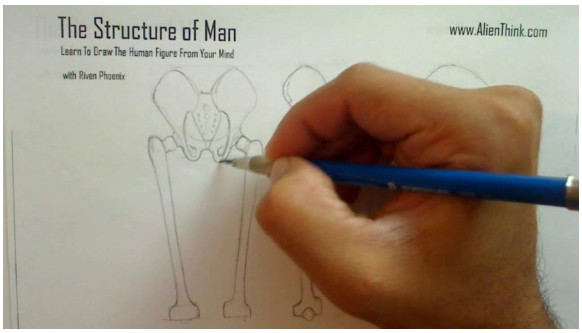
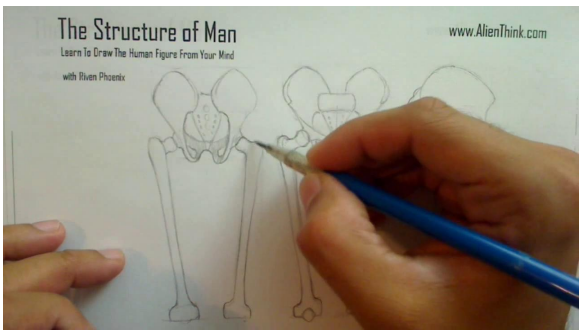
|---|---|---|
| 53 |  | So now we'll just go into the process of really just cleaning up the drawing. |
| 54 |  | Right, we get the concept of how this is working. |
| 55 |  | So I'm just going to shoot this in over here. Right, so this is like this is just like in character design. |
| 56 |  | Once you get the concept, now you can start changing things around, |

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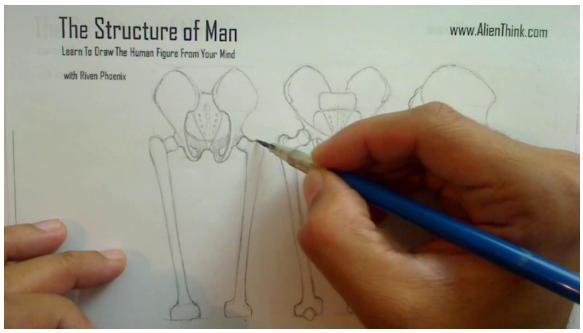
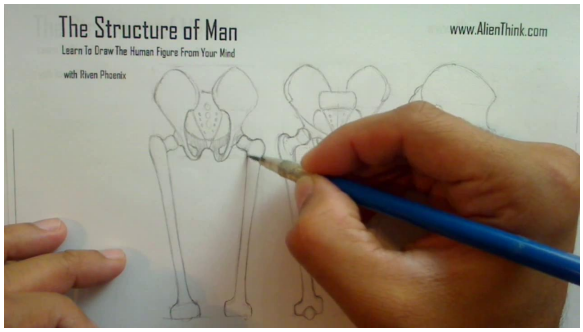
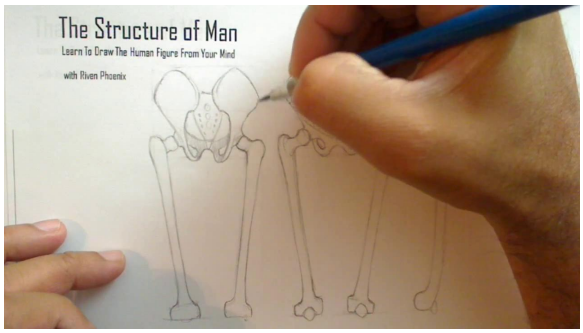
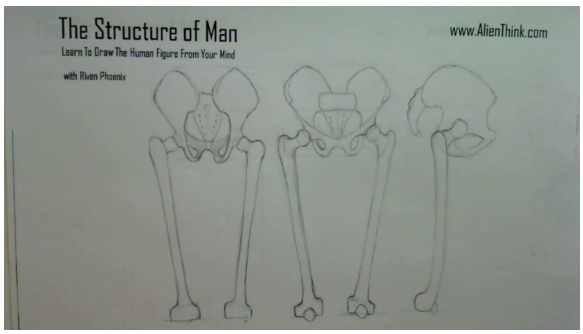
|---|---|---|
| 57 |  | hitting like more bone structures here, you know, just make it look more of a bone, |
| 58 |  | add more ideas here. Right, so you can see the more we go through this process of drawing, |
| 59 |  | it's just going to become more and more realistic looking. Right, so here I'm just going to take away some of this darker stuff over here. |
| 60 |  | Okay, so now we've got the concept of the femur down. Right, so just note that where this line was, |

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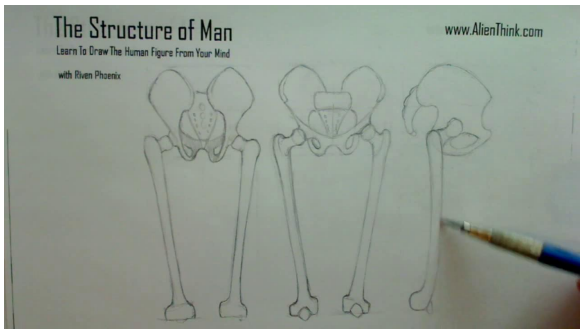
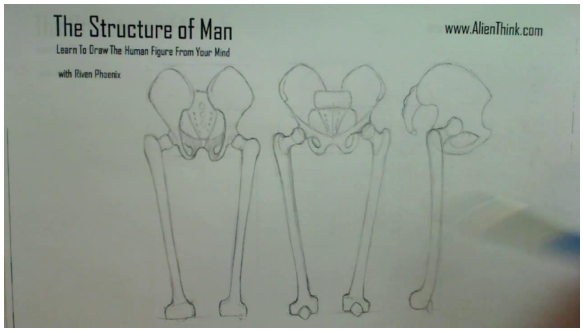
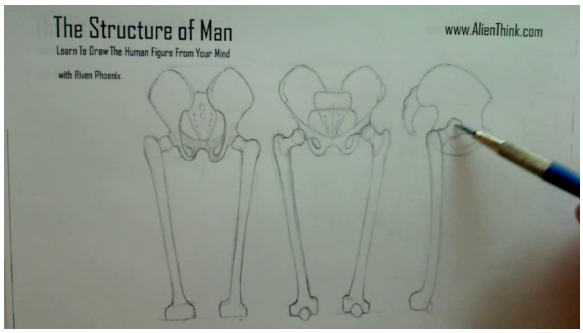
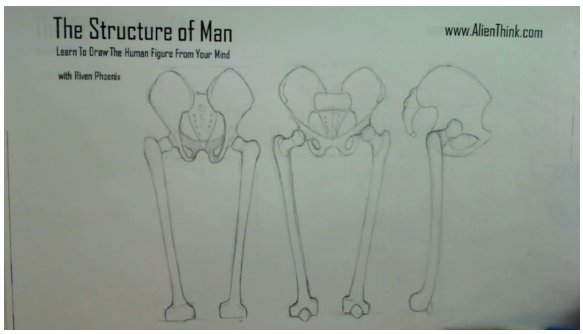
|---|---|---|
| 61 |  | we did it this way. Right, we can obviously draw this free hand. |
| 62 |  | There's nothing to it and just understand where this is. |
| 63 |  | You're just going to come in a little bit here. Right, again, the leg, |
| 64 |  | even if the foot was twisted, right, let's say the foot was twisted a little bit. |

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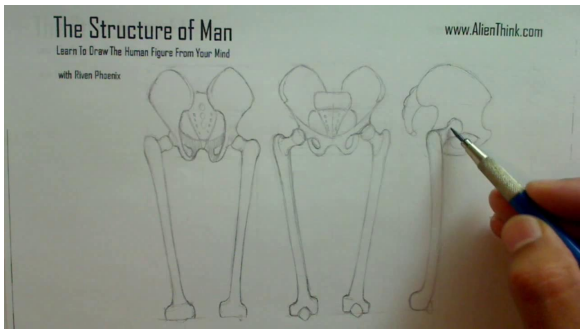
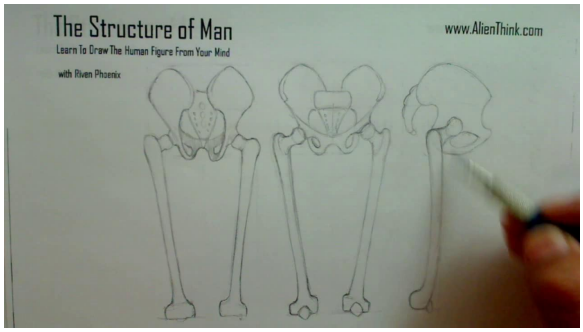
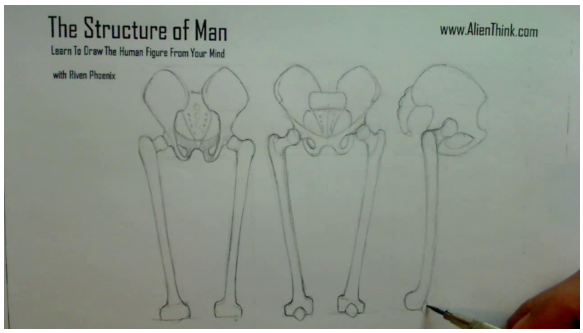
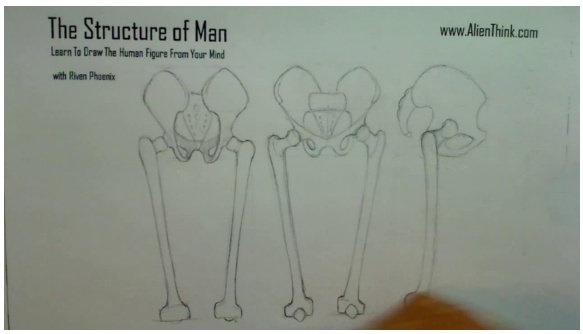
|---|---|---|
| 65 |  | This thing could have been over here. Right, it could have been over here. Right, |
| 66 |  | so just know that this is the basic concept. Right, so over here we've got the knee |
| 67 |  | and then here I'm just going to finish this off. |
| 68 |  | Okay, so I'll see you in the next lesson. Thanks. |

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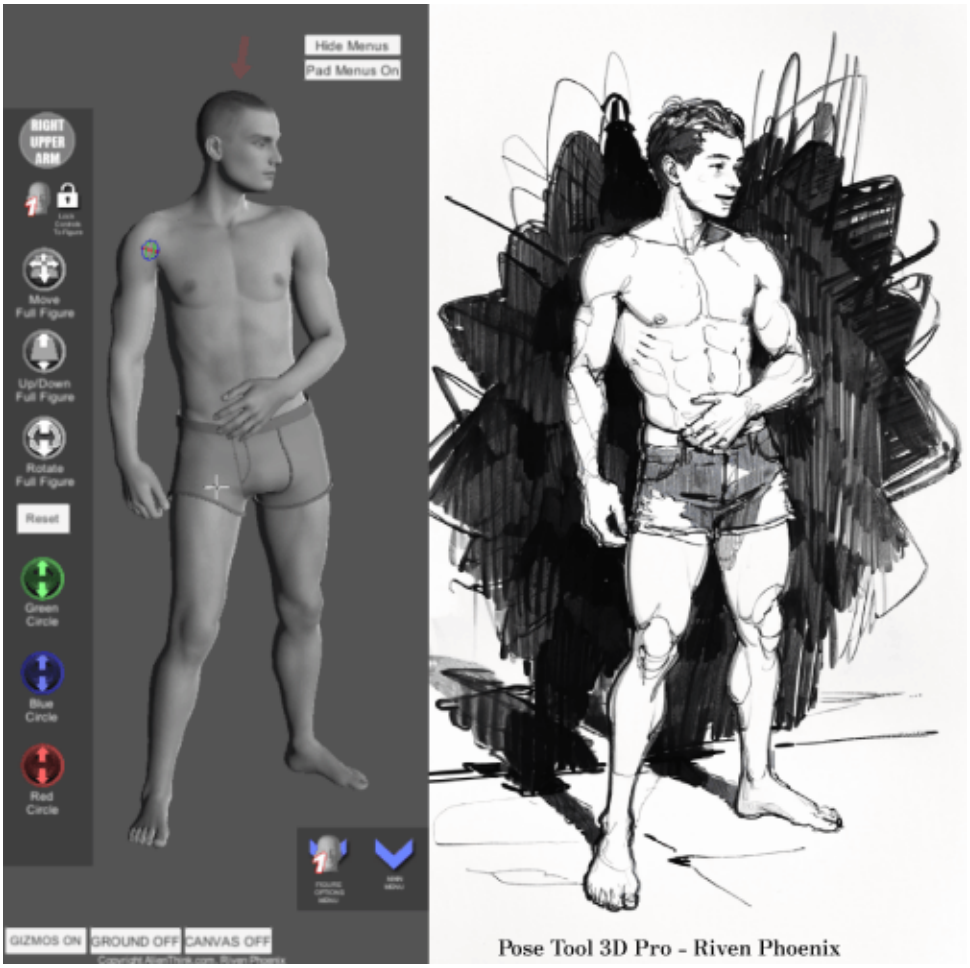


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